Advanced Interdiction

Terrain		Interdiction Value						
	Marsh/Flat	1, 2	3, 4	5, 6				
	Rough/Flat Woods/ Rough Woods		1, 2	3, 4	5, 6			
	Highland/ Highland Woods			1	2, 3	4, 5	6	
	Mountain/High Mtn				1	2, 3	4, 5	6

Die Roll								
−2	1	1	2	2	2	2	2	
−1	1	1	1	2	2	2	2	
0	1	1	1	1	2	2	2	
1	–	1	1	1	2	2	2	
2	–	1	1	1	1	2	2	
3	–	–	1	1	1	1	1	
4	–	–	–	1	1	1	1	
5	–	–	–	–	1	1	1	
6	–	–	–	–	–	1	1	
≥ 7	–	–	–	–	–	–	–	

DRMs:
- +/− Pilot skill
- −2 High Mountain
- −1 Attack Helicopter
- +? SAM/AAA Result
- +2 if Unit was attacked by Interceptors
- +3 if Stand-off Weapons used

Results:
- 2 Hex receives an "Interdiction Strike 2" marker
- 1 Hex receives an "Interdiction Strike 1" marker

Electronic Detection

Die Roll	non-Allied	Allied
≤ 2	D	D
3	–	D
4	–	D
≥ 5	–	–

Notes:
Clear/Overcast Weather: Each side: 3 attempts; +1 attempt per nation which intervenes on that side
Storm Weather: −1 attempt per nationality

DRMs:
- −1: if AWACS Advantage "3" or "4".
- −1: PRC/RU (if non-Allied)

Result:
D: HQ is detected. Place a "Detected" marker on the HQ.

Deliberate Damage

Die Roll	Result
≤ 1	Destroyed
2-3	Strike 2
4-7	Strike 1
≥ 8	–

DRMs:
- −2: Friendly Division in or adjacent, or
- −1 Friendly Brigade in or adjacent
- −2: Friendly HQ within Support Range
- +3: Attempt in same Phase as Capture
- +3: Clearing Marker in hex (apply only this DRM)

Repair

Supply Points	SAM	AAA	Det.	Airbase/Airfield/Port
2	1	–	1	Flip Destroyed to Strike 2
4	–	1	–	–

Spend Supply Points (up to 4 on Air Defense Tracks).

Automatic Victory

Die Roll	Number of Times Rolled			
	1	2-3	4-5	≥ 6
0	Victory	Victory	Victory	Victory
1	–	Victory	Victory	Victory
2-3	–	Victory	Victory	Victory
4	–	–	Victory	Victory
5	–	–	–	Victory
≥ 6	–	–	–	–

Collateral Damage

Die Roll	Strike vs. Airfield			Strike vs. Airbase			vs. Attack Helos		
	1	2	X	1	2	X	1	2	X
0	Air	Air*	Air*	Air, Am Pt	Air*, Air, Am Pt	Air*, Air, Am Pt	Step	Elim	Elim
1	Air	Air	Air*	Air, Am Pt	Air*, Am Pt	Air*, Air, Am Pt	Step	Step	Elim
2	Am Pt	Air	Air	Air	Air, Am Pt	Air*, Am Pt	–	Step	Step
3	–	Am Pt	Air	Air	Air	Air, Am Pt	–	–	Step
4	–	–	Am Pt	–	Air	Air	–	–	–
5	–	–	Am Pt	–	–	Air	–	–	–
6	–	–	–	–	–	Air	–	–	–
≥ 7	–	–	–	–	–	–	–	–	–

Results:
- **Air:** *Owning* player chooses one step loss from an air unit in the basing box attacked.
- **Air*:** *Enemy* player chooses one step loss from an air unit in the basing box attacked.
- **Am Pt:** One of the attacked side's Airmobile Points is permanently Destroyed.

Results vs. Attack Helicopters:
Step: The attack helicopter loses one step
Elim: The Attack helicopter is eliminated
Note that a die roll is made vs. *each* attack helicopter *per* strike result at the damaged/destroyed Airbase/Airfield.

DRM:
+1 Hardened Airbase

Note: Some results (vs. Airbases) are multiple. These are *cumulative*. Thus, a die roll of "0" for Strike Result of "X" vs. an Airbase results in *two* steps of air units (one step chosen by each player) *and* one Airmobile Point permanently lost.

Emergency Supply

	Ground Unit	HQ
≤ 2	Supply	Supply
3-5	Supply	–
≥ 6	–	–

Result:
Supply: Unit/HQ is resupplied. Remove Out of Supply marker.

Important: Only one resupply attempt PER unit/HQ is allowed during each Emergency Resupply Phase.

Special Operations Forces CRT

Terrain		RAID							RECON					
	Flat/ Rough/ Marsh	HQ/ Supply Depot	Installa- tion	Helo/ Airfield	MSU			Detection/SAMs/Theater Weapons			HQ	Supply Depot	MSU/ Ground Unit	Targeting
	Flat Wds/ Rough Woods	Inter- diction	HQ/ Supply Depot	Install- ation	Helo/ Airfield	MSU				HQ	Supply Depot	MSU/ Ground Unit		
	Highland/ Highland Woods		Inter- diction	HQ/ Supply Depot	Install- tion	Helo/ Airfield	MSU			HQ	Supply Depot	MSU/ Ground Unit		
	Mtn./ Urban			Inter- diction (Mt. only)	HQ/ Supply Depot	Install- ation	Helo/ Airfield	MSU	HQ	Supply Depot	MSU/ Ground Unit			

Die Roll														
0	1	2	2	X	X	X	X	−2	D	D	D	D	D	T
1	1	1	2	2	X	X	X	−1	D	D	D	D	D	T
2	–	1	1	2	2	X	X	−1	D	D	D	D	D	T
3	–	–	1	1	2	2	X	−1	–	D	D	D	D	T
4	–	–	–	1	1	2	2	–	–	–	D	D	D	T
5	–	–	–	–	1	1	2	–	–	–	–	D	D	–
6	–	–	–	–	–	1	1	–	–	–	–	–	D	–
7	–	–	–	–	–	–	1	–	–	–	–	–	D	–
≥ 8	–	–	–	–	–	–	–	–	–	–	–	–	–	–

Raid DRMs: (if target hex occupied by other than HQ)
- −1 Storm
- −1 vs. Bridge
- +1 if occupied, but by less than 1 brigade
- +1 vs. SAM or Theater Weapon
- +2 if occupied by at least 1 brigade

Results:
- X: Unit step loss, Installation Destroyed, or Strike 2 vs. hex (Interdiction)
- 2: Place Strike 2 marker on Unit, Installation, or hex
- 1: Place Strike 1 marker on Unit, Installation, or hex
- D: Target is Detected. Place Detection marker
- T: Targeted. −2 if US/CW mission; otherwise −1

Lt. Inf. Infiltration

DRM	Light Infantry is infiltrating...
−2	Mountain, Highland, or Highland Woods
−1	In Overcast or Storm
+2	Flat or Rough
+1	Fortification

Special Operations Forces Survival

Die Roll	Result
≤ 6	–
≥ 7	Eliminate

DRMs:
- −3 US/CW
- −3 Strategic Surprise (Initiative Player GT 1 only)
- −2 Tactical Surprise (Initiative Player GT 1 only)
- −1 Non-US/CW Allied
- +1 Raid
- +1 Interdiction

International Posture Matrix Tables

"Faction"	Dove (-1)	Moderate (0)	Hawk (+1)
Administration	≤ 4	5-6	≥ 7
Military	≤ 2	3-4	≥ 5
Popular Vote	≤ 5	6	≥ 7

Posture Sum	Posture
≤ − 2	Passive
− 1 to +1	Moderate
≥ +2	Aggressive

Surprise Condition	National Posture		
	Passive	Moderate	Aggressive
Strategic Surprise	Resolution +3 PRC - Level 1 RU/US - Level 0	Resolution +2 PRC - Level 2 RU/US - Level 1	Resolution +1 PRC - Level 2 RU/US - Level 2
Tactical Surprise	Resolution +2 PRC - Level 2 RU/US - Level 1	Resolution +1 PRC - Level 3 RU/US - Level 2	Resolution +0 PRC - Level 4 RU/US - Level 3
Extended Buildup	Resolution +1 PRC - Level 3 RU/US - Level 2	Resolution +0 PRC - Level 4 RU/US - Level 3	Resolution +0 PRC - Level 4 RU/US - Level 4

Advanced Air Defense Fire

CIWS always fires before Cruise Missile or Air Strike. USN Naval Units receive additional "–1" DRM for CIWS.

Die Roll	SAM 1	SAM 2	Local SAM 3-4	SAM 5-6	SAM 7	SAM 8	SAM 9	SAM 10	Local AAA 1	AAA 2	AAA 3	Die Roll
≤ 0	A	A	X	X	X	X	X	X	+2	A	X	≤ 0
1	+1	+2	A	A	A	X	X	X	+1	+2	A	1
2	+1	+1	+2	A	A	A	A	X	+1	+2	A	2
3	–	+1	+1	+2	+2	A	A	A	–	+1	+2	3
4	–	–	+1	+1	+2	+2	A	A	–	+1	+2	4
5	–	–	–	+1	+1	+2	+2	A	–	–	+1	5
6	–	–	–	–	+1	+1	+2	+2	–	–	+1	6
7	–	–	–	–	–	+1	+1	+2	–	–	–	7
8	–	–	–	–	–	–	+1	+1	–	–	–	8
9	–	–	–	–	–	–	–	+1	–	–	–	9
≥ 10	–	–	–	–	–	–	–	–	–	–	–	≥ 10

DRMs for SAM Fire:
−1 if target/landing hex is within 2 hexes of an enemy HQ
−1 vs. Attack Helicopter which flew over enemy units (not including target hex)
+2 per Wild Weasel unit that is part of Strike
+3 vs. Stealth Unit

DRMs for AAA Fire:
−1 vs. Attack Helicopter
−1 Naval Unit AAA/CIWS Fire
−1 vs Transport Mission (Airmobile, Air Transport, Paradrop)
+3 vs Stealth Unit

Weather DRMs:

SAM:
+1 Overcast
+3 Storm

AAA:
+2 Overcast
+4 Storm

Results:

...vs Air/Helicopter Units
X: Air unit/attack helicopter loses one step and may continue mission.
A: Air unit/attack helicopter aborts mission. Owning player may attempt to "press" on with mission. Roll one die: "0-4" step loss, "5-9" +2 on mission.
+1, +2: Air unit/helicopter must add the number as DRM to the ensuing Strike (for Combat Support, this # is subtracted from unit's CS Rating).

...vs Transport Mission (Airmobile/Air Transport/Paradrop)
X: The mission takes a step loss AND (if an Airmobile Point is providing transport) one Airmobile Point is permanently lost.
A: The mission is returned to its starting hex. Aborted Airmobile Points are considered used.
+1, +2: Treat as Aborts.

CIWS: "X" and "A" = NE on Stand-off Air Units; Strike or Cruise Missile misses.

Advanced Air Combat

Die Roll	+4	+3	+2	+1	0	–1	–2	–3	–4
≤ –2	X	X	X	X	X	X	DA	DA	A
–1	X	X	X	X	X	DA	DA	A	Ad/D
0	X	X	X	X	DA	DA	A	Ad/D	–
1	X	X	X	DA	DA	A	Ad/D	Ad/D	–
2	X	X	DA	DA	A	A	Ad/D	–	–
3	X	DA	DA	A	A	Ad/D	–	–	–
4	DA	DA	A	A	Ad/D	Ad/D	–	–	–
5	DA	A	A	Ad/D	Ad/D	–	–	–	–
6	A	A	Ad/D	Ad/D	–	–	–	–	–
7	A	Ad/D	Ad/D	–	–	–	–	–	–
8	Ad/D	Ad/D	–	–	–	–	–	–	–
9	Ad/D	–	–	–	–	–	–	–	–
≥ 10	–	–	–	–	–	–	–	–	–

(Column header: **Air Combat Differential (Attacker - Target)**)

Dogfight DRMs:
+/− Pilot skill
−1 Attack vs. (#) Bomber
−1 USAF F-15 w/ F-22 support
+1 Overcast
+2 Strike Aircraft firing
+3 Storm

Stand-Off DRMs:
−1 Attack vs. (#) or 0 Air to Air Strength
−1 US F-15 with F-22 support
+1 non-US/CW/JPN/RU/PRC
+2 Strike Aircraft firing
+3 Storm

Long Range DRMs:
+3 Storm

Results vs. Transports/Paradrops:
X: Mission is destroyed (All Steps)
DA: Mission is Damaged (one Step Loss) and Aborted (return to starting hex)
D: Mission is Damaged (one Step Loss) but continues mission
A: Mission is Aborted (return to starting hex)
Ad: Treat as either "D" or "A" (moving player's choice)
−: No effect

Results vs Air Units/Attack Helicopters:
X: Target is destroyed (All Steps)
DA: Target is Damaged (one Step loss) and Aborted. Return to "Abort" box of basing country/carrier.
D: Target is Damaged (one Step loss)
A: Target is Aborted. Return to "Abort" box of basing country/carrier.
Ad: Applies instead of "D" result during Long-range and Stand-off attacks. This result gives the firing unit Advantage (first shot) in the ensuing Stand-off or Dogfight combat. Rotate the defender 180 degrees (i.e., tail to the enemy aircraft).
−: No effect

Reminder: Stealth aircraft can't be engaged by Long Range or Stand-off fire.

Advanced Detection

Die Roll	Local	0-1	2-3	4	5	6	7	8	9	10
≤ 0	D	ED	ED	ED	ED	ED	ED	ED	ED	ED
1	D	D	D	ED	ED	ED	ED	ED	ED	ED
2	D	D	D	D	D	ED	ED	ED	ED	ED
3	–	–	D	D	D	D	D	ED	ED	ED
4	–	–	–	D	D	D	D	D	D	ED
5	–	–	–	–	D	D	D	D	D	D
6	–	–	–	–	–	D	D	D	D	D
7	–	–	–	–	–	–	D	D	D	D
8	–	–	–	–	–	–	–	–	D	D
≥ 9	–	–	–	–	–	–	–	–	–	–

DRMs:
−1: Target/Landing hex is within 2 hexes of Detecting player's HQ
−1: Attack Helicopter/Airmobile Movement passed through Detecting player's occupied hex
+1: per Wild Weasel unit included in mission
+1: vs Transport/Paradrop/Combat Support Mission
+1: Weather is Overcast
+1: Mission hex in Mountain/High Mountain hex (NWIP only)
+5: vs Mission composed solely of "Stealth" units

Additional DRMs if rolling side has AWACS Advantage
(NWT PRC may only apply in East China Sea, Taiwan Straits, and South China Sea)
−3: if AWACs Advantage is "4"   −2: if AWACs Advantage is "3"   −1: if AWACs Advantage is "2"

Results:
ED: Early Detection. Mission may be attacked by Interceptors and SAMs.
D: Detection. Mission may be attacked by SAMs. If Naval Detection, then mission may be Intercepted.
−: No Detection

Note:
All Transport Missions and non-Standoff Strike missions undergo AAA fire. If Detected, the AAA occurs before the mission is resolved, otherwise it occurs after the mission. AAA fired after a Transport mission only has an affect on Airmobile Points and only if an "X" result is achieved.

Advanced Strike

Strike Value →

Terrain								
Marsh/Flat			1	2 Sup HQ / Helo 1	3 Other HQ	4 US HQ / Helo 2	5	6 SCUD/Missile / Cruise
Rough/Rough Wds/Flat Woods		1	2 Sup HQ / Helo 1	3 Other HQ	4 US HQ / Helo 2	5	6	SCUD/Missile / Cruise
Highland/Highland Woods	1	2 Sup HQ / Helo 1	3 Other HQ	4 US HQ / Helo 2	5	6	SCUD/Missile	Cruise
Mountain		2 Sup HQ / Helo 1	3 Other HQ	4 US HQ / Helo 2	5	6	SCUD/Missile	Cruise
Urban		2 Sup HQ / Helo 1	3 Other HQ	4 US HQ / Helo 2	5	6	SCUD/Missile	Cruise
Air Defense Tracks		2 Scud	3	4 Cruise	5	6	Wild Weasel	
Hardened Target†/Naval Unit		2	3	4 Scud / Naval 1	5 Cruise / Naval 2	6 Naval 3		

Die Roll	1	2	3	4	5	6	SCUD/Missile	Cruise
≤ –2	1	1	2	2	X	X	X	X
–1	1	1	1	2	X	X	X	X
0	1	1	1	1	2	X	X	X
1	–	1	1	1	2	2	X	X
2	–	1	1	1	1	2	2	2
3	–	–	1	1	1	1	2	2
4	–	–	–	1	1	1	1	1
5	–	–	–	–	1	1	1	1
6	–	–	–	–	–	–	–	–
≥ 7	–	–	–	–	–	–	–	–

DRMs:
−2 Target hex is overstacked
−2 vs. High Mountain
−1/−2 vs. "Targeted −1/−2" Unit/Installation
+/− Pilot Skill
+? SAM/AAA Result
+1 AH-1Z Wild Weasel Strike [Optional]
+1 non-US Cruise Missile Strike
+1 If Striking HQ is reduced-strength
+2 vs. Bridge
+2 If Unit was attacked by Interceptors
+2 Theater Weapon Busting Strike Mission
+2 For all AIR strikes in Overcast weather
+3 vs. Enemy AAA Track
+3 Air or HQ Strikes in Storm turn
+3 Stand-off Air vs. "Leg" Unit

Vs. NAVAL (cumulative with above):
−1 Naval air unit conducting strike
−1 Point Detection
−1 Air unit non-Stand-off Strike
+1 Theater Weapon

† Hardened Targets are:
Supreme HQs, Supply Depots, Beachheads, Ports (for Cruise/SCUD only), SCUD/CM Points. Also see GSR.

Results:
X: Installation is Destroyed
   Air Defense Track −3
   Unit loses a step/Naval unit removed
2: Installation/Unit takes Strike 2 marker
   Air Defense Track −2
1: Installation/Unit takes Strike 1 marker
   Air Defense Track −1